



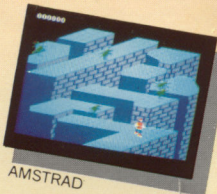
COMMODORE 64

GAME FEATURES

● Magical arcade adventure



SPECTRUM



AMSTRAD

● 9 Spectacular scenes to battle through

● Follow Dirk's quest to rescue the princess from the clutches of the evil dragon

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CBM
64/128

DRAGONS LAIR



COMMODORE 64/128



MASSIVE
No.1 HIT



£2.99
UNB.P.

DRAGONS LAIR

Long ago, in a magical time, a good king named Aethelred ruled a peaceful kingdom. Now his kingdom has many treasures, but its greatest prize was Princess Caprine, the King's only child. Brave Knights and handsome Princes came from afar just to pay her court, for she was a maiden of exceeding beauty and grace.

But, although they had vast riches at her feet and pleaded most earnestly for her hand, Princess Caprine refused them all. For her heart had long been given to another... Dirk the Daring, the King's champion and bravest Knight.

Then one dark day, Singe, an evil dragon who ruled over a shadowed land, appeared in Aethelred's kingdom and demanded that the King deliver up his kingdom and people to him. When Aethelred refused Singe's vile demand, the monster kidnapped the beautiful Caprine and imprisoned her in a crystal sphere in the horrible dungeons beneath his enchanted castle. Singe then sent Aethelred this message:

Reinquin your kingdom before the setting sun or your beloved daughter will perish. Aethelred and all the people of the kingdom were plunged into despair. All except for Dirk who vowed to go to the enchanted castle and free the Princess... if he could survive the dragon's many perils... if he could reach the Dragon's Lair.

SPECTRUM VERSIONS:
Special instructions for Dragons Lair multi load games.
Please note that when prompted to stop tape and turn it over, do not do this just stop the tape.
Spectrum 486 owners with a separate data cassette and tape counter, should reset the counter at 000 at this stage. When playing the game.
Spectrum 486 owners with a data cassette and tape counter should rewind to counter position 000 then stop the tape if prompted by the game.
Spectrum v2 owners and users without a tape counter should rewind to the beginning of the tape when prompted by the game.

LOADING INSTRUCTIONS
Spectrum: LOAD "SHFT + RUN/STOP"
Commodore 64 (Cass): LOAD "A"
Amstrad (Cass): CONTROL + ENTER
Amstrad (Disc): RUN/MENU ON SIDE A - DISC 1 ONLY

SCORING
As you adventure through the enchanted dungeons, you'll earn points for vanquishing foes, overcoming obstacles, finding treasure and conquering dangerous rooms. Watch your score indicator.
You will earn bonus Disk (extra lives) after completing the weapons room and one Disk for each screen completed. After that up to a maximum of five Disks (you will need them!).
To record your high score of the day, just press the spacebar when on the title screen and you will be able to put in your initials.

ORIGIN Lr SCREENS

1. THE FALLING DISK	6. THE TENTACLE ROOM
2. SKULL HALLWAY	7. THE SECOND DISK
3. THE BURNING G ROPES	8. THE DEADLY CHECKERBOARD
4. THE WEAPONS ROOM	9. SLAYING THE DRAGON
5. RAMPS AND GIDDY GOONS	

CONTROLS
SPECTRUM, COMMODORE 64/128 AND AMSTRAD/SCHNEIDER
Either keyboard or joystick may be used simultaneously.
Keyboard: Joystick
Z: Left Move left
X: Right Move right
K: Up Move up
M: Down Move down
Fire: Draw Sword/Jump
L: Space Bar Jump on Giddy Goon

SPECIAL KEYS AND JOYSTICK MOVEMENT
When playing the Ramps and Giddy Goons screen you will need to press SPACEBAR to jump from ramp to ramp. In Skull Hallway, the Weapons Room and the Tentacle Room, the joystick will only accept the correct action at the correct time. The correct action at the wrong time will be ignored. If you hold the joystick in anticipation of a move it will be ignored, resulting in losing a life. So be warned, timing is very important in these rooms.

COMMODORE 64/128 AND SPECTRUM
To use your sword just press L to draw and slash with the sword (at the correct time). You always have your sword with you except on the final screen when you will need to collect it from the top of the cliff before slaying the dragon.
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This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading which are included. If for any reason you have difficulty in running the program, and believe that the product is defective, please return it directly to the following address:

Customer Services Dept.
Elite Systems Limited
Anchor House
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Our Quality Control Department will test the product and supply an immediate replacement at no extra cost. Please note that this does not affect your statutory rights.

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